

Map all of the stages of the “Hero’s Journey” of the movie on the chart below and explain how each component from the movie relates to the stage of the journey.

Stage in the Hero’s Journey	Film Component
<p><b>1. Ordinary World</b> The hero’s normal world before the story begins</p>	
<p><b>2. Call to Adventure</b> The hero is presented with a problem, challenge or adventure to undertake</p>	
<p><b>3. Refusal of the Call</b> The hero refuses the challenge or journey, usually out of fear</p>	
<p><b>4. Meeting with the Mentor</b> The hero meets a mentor to gain confidence, advice or training to face the adventure</p>	
<p><b>5. Crossing the First Threshold</b> The hero crosses the gateway that separates the ordinary world from the special world</p>	
<p><b>6. Tests, Allies, Enemies</b> The hero faces tests, meets allies, confronts enemies &amp; learn the rules of the Special World.</p>	

<p><b>7. Approach</b> The hero has hit setbacks during tests &amp; may need to reorganize his helpers or rekindle morale with mentor's rally cry. Stakes heightened.</p>	
<p><b>8. Ordeal</b> The biggest life or death crisis – the hero faces his greatest fear &amp; only through “death” can the hero be “reborn” experiencing even greater powers to see the journey to the end.</p>	
<p><b>9. Reward</b> The hero has survived death, overcome his greatest fear and now earns the reward he sought.</p>	
<p><b>10. The Road Back</b> The hero must recommit to completing the journey &amp; travel the road back to the Ordinary World. The dramatic question is asked again.</p>	
<p><b>11. Resurrection</b> Hero faces most dangerous meeting with death – this shows the hero can apply all the wisdom he's brought back to the Ordinary World</p>	
<p><b>12. Return with Elixir</b> The hero returns from the journey with the “elixir”, so everyone in the world can use to heal physical or emotional wounds.</p>	